

**SYSTEM FOR AWARDING A BONUS TO A GAMING
DEVICE ON A WIDE AREA NETWORK**

5

ABSTRACT

A method for awarding a bonus to a player of an electronic gaming device at one of a plurality of casino properties is implemented with a slave server networked with gaming
10 devices at each property. The slave servers are networked with a master server that accumulates a pool comprising a percentage of play on the gaming devices. The pool is initiated with a starting value, which defines the lower end of a range having a predetermined maximum number at the upper end. A number is randomly selected from within the range. As play progresses, the pool increases until it hits the random number. As a result, a slave server
15 is randomly selected. The randomly selected slave server then awards the bonus to a randomly selected one of its associated gaming devices.